



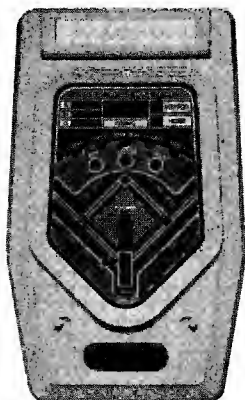
# U.S. GAMES PROGRAMMABLE BASEBALL

**Two-Player Electronic  
Game**

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## Instruction Manual

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This is a 1- or 2-player electronic hand-held baseball game. Batter against computer-controlled pitching in a 1-player game, or batter against pitcher controlled by the players in a 2-player game.

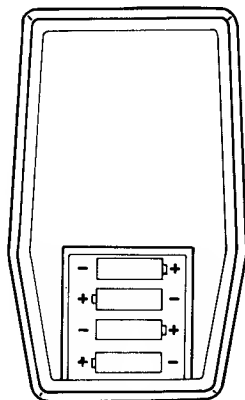
## INSERTING BATTERIES

The game requires four 1.5-volt size AA penlight batteries (not supplied).

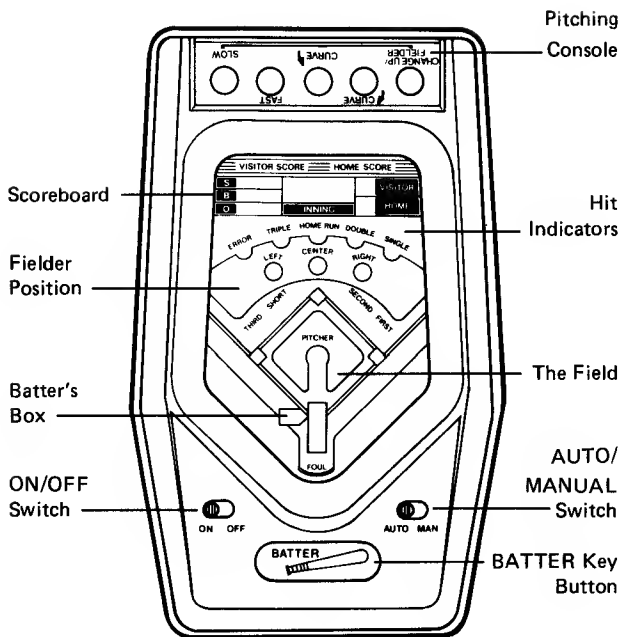
Open the battery door on the back by pressing it down and off.

Insert batteries into the battery compartment, making sure the polarities are correct as indicated.

For best results, use only the heavy-duty or alkaline type of batteries.



# CONTROLS AND FEATURES



## 1-PLAYER GAME

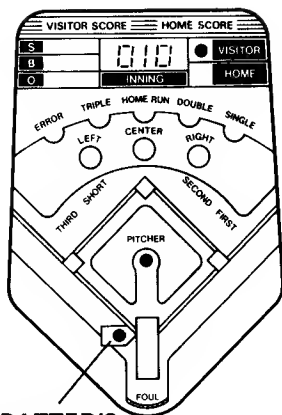
Position the game with the **BATTER** key directly in front of you. Slide the selector to **AUTO** and the on-off switch to **ON**. A familiar old song will signal the start of the game. A red LED will start blinking in the "Visitor" box at the upper right of the "Scoreboard". Prepare for the first pitch by pressing the **BATTER** key, a red LED will appear on the Pitcher's mound and another red LED will light in the "Batter's Box"

Press the **BATTER** key just as the "ball" approaches the "Batter's Box". By timing your "swing" accurately, you will "hit" the "ball".

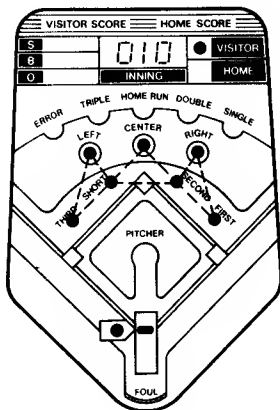
If you swing and miss, a "strike" will be recorded.

If you let the ball go by, a "strike" or "ball" will be recorded.

If you hit the ball, lights will circle and bleep either around the "First", "Right" and "Second", or "Second", "Center" and "Short", or "Short", "Left" and "Third", before the ball is caught as a "fly ball" or before a hit is signalled in any one of the five Hit Indicators: "Single" "Double" "Homerun" "Triple" and "Error".



**BATTER'S  
BOX**



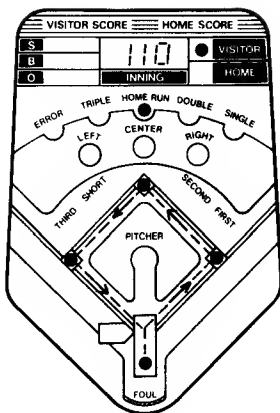
If a hit is caught on-the-fly, a light either "Left" or "Center" or "Right" signals who caught the ball and an "Out" will be recorded. An out can also be made by First, Second, Third or Short when a grounder is caught by one of them.

Runners on base advance automatically as action requires. As runners cross home plate, "runs" are scored and displayed on the "Scoreboard".

Play continues for 9 innings as in a "regular" baseball.

At the end of a game and before starting a new game, switch power to "OFF" to clear the "Scoreboard" and reset for a new game.

The "pitcher" automatically and randomly selects any one of four pitches: left or right curve balls, slow or fast straight balls.



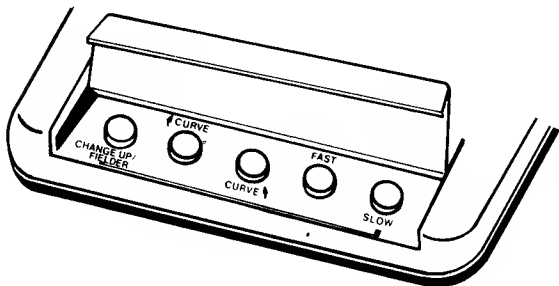
## 2-PLAYER GAME

Slide the switch to MAN (Manual), and lift the cover of the baseball "pitching console". The "Visitor" team always plays offense first, which will be signalled by a red light in "Visitor" on the Scoreboard. The "Home" team can now secretly select any of the five programmed "pitches" to try to outwit the batter. (Besides left or right curve and fast and slow straight balls, one can pitch a slow straight ball with "Change up" i.e. sudden speed-up of the ball by pressing and holding the "Slow" and at the same time pressing the "Change up".)

The game is played the same as for the 1-Player game.

After 3 outs, the side is retired as in regular baseball. This is signalled by a special electronic sound effect and a light is shown in "Home". The "Home" team goes to bat. Players must now trade places.

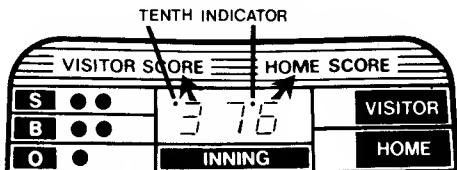
Continue the second half of the inning by pressing the BATTER key.



## SCOREBOARD

All "balls", "strikes" and "outs" are registered on the "Scoreboard" at the upper part of the game (indicated by "S" "B" and "O"). "Players" advance around the bases as in real baseball. The scoring and the inning are continuously displayed on the scoreboard. Highest score that can be displayed for each team is 19 points.

Inning is indicated in the middle. In the example below, the game is in the 7th inning, the "Visitor" score is 13 and "Home" is 16. The inning status is 2 balls, 2 strikes and 1 out.



4 balls give base-on-balls (walk)

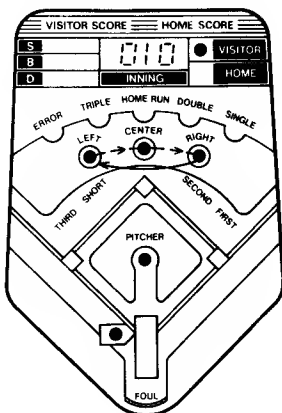
3 strikes give one out

3 outs retire the side

There are 9 innings per game. Even if the game is tied, this is the end of the game.)

## THE OUTFIELD

In the 2-player game a red LED in "left" will always be "on", indicating the presence of an outfield player. You can change the position of this outfield player to "center" or "right" by pressing the "Fielder" button. This moveable outfielder adds more excitement to the game, since he will stop or catch a ball hit to that position. If the ball is caught, by one of the out fielders, that position will light up indicating an out; also this out will be recorded as an out in the O part of the Scoreboard.



## 90 DAY LIMITED WARRANTY

U.S. Games Corporation warrants to the original purchaser of this product that the Electronic Baseball game will be free of defects in material and workmanship for a full 90 days from the date of original purchase.

During this warranty period, the Electronic Baseball game will be either repaired or replaced at our option, and without charge.

The original consumer must return the Electronic Baseball game, **with proof of the date of original purchase**, to the dealer or mail it, properly packed, prepaid, and insured, to:

U.S. Games Corporation,  
2908 Corvin Drive,  
Santa Clara, CA 95051

If you return the Electronic Baseball game after the 90 day warranty period, it will be repaired or replaced at our option for a \$10.00 service charge. Please enclose check or money order, when you carefully pack the Electronic Baseball game to return it to us. Please also include your name, address, city, state and zip code.

Damage caused in transit, by abuse, accident, negligence or through repairs made by others are not covered by this Warranty.

This Warranty gives you specific legal rights, and you may have other rights which may vary from state to state.

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